

WHAT IS CLAIMED IS:

1. A game machine for executing a predetermined game in response to a player's operation, comprising:

display means for displaying a game screen;

operation switches operated by the player;

5 operation pattern data storage means for storing operation pattern data including operation timing data defining an operation timing of said operation switches to be operated by the player, and operation type data defining which type of said operation switches is to be operated with the operation timing;

10 display control means for having said display means sequentially displayed, based on said operation pattern data, information about the operation timings and the types of said operation switches to be operated by the player;

evaluation means for successively evaluating, with the  
15 progress of the game, correlation between the operation timings and types of said operation switches operated by the player responding to the information displayed on said display means, and the operation timings and types defined by said operation pattern data; and

20 difficulty level change means for dynamically changing a difficulty level of a game operation input in accordance with the evaluation made by said evaluation means for a predetermined period.



said difficulty level change means skips said operation type data or cancels the skip, partially or entirely, and controls said evaluation means to perform evaluation.

5. The game machine according to claim 1, wherein said difficulty level change means changes said operation type data in said operation pattern data or cancels the change, partially or entirely, and controls said display control means to perform display control and said evaluation means to perform evaluation.

6. The game machine according to claim 1, wherein said difficulty level change means controls said display control means to have said display means displayed said operation timings and the types defined by said operation pattern data in a different tempo.

7. The game machine according to claim 3, wherein said difficulty level change means skips said operation type data responding to said evaluation being poor, controls said display control means to have said display means performed display, and controls said evaluation means to perform evaluation only in terms of the correlation between the operation timings of said operation switches operated by the player and the operation timings defined by said operation pattern data.

8. The game machine according to claim 5, wherein  
responding to said evaluation being poor, said  
difficulty level change means changes said operation type data  
defining a specific type of said operation switches to data of  
5 any other type of the operation switches easier in operation,  
controls said display control means to have said display means  
performed display, and controls said evaluation means to evaluate  
the correlation between the operation timings and the types of  
said operation switches operated by the player and the operation  
10 timings defined by said operation pattern data and the types of  
the changed operation switches.

9. The game machine according to claim 1, wherein  
said operation type data defines that a plurality of  
types of said operation switches are operated simultaneously, and  
responding to said evaluation being poor, said  
5 difficulty level change means skips the data relating at least  
to one type of said operation switches out of the plurality of  
types of said operation switches to be operated simultaneously,  
and controls said display control means to perform display and  
said evaluation means to perform evaluation.

10. The game machine according to claim 2, wherein  
said presentation effect generation means always  
generates the presentation effect corresponding to the types of

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said operation switches defined by said operation pattern data  
5 irrelevant to the control by said difficulty level change means.

11. The game machine according to claim 1, wherein  
when the operation timings and types of said operation  
switches operated by the player coincide with the operation  
timings and types defined by said operation pattern data, said  
5 evaluation means increases a game score, and differs the increase  
of the game score according to the difficulty level.

12. The game machine according to claim 1, wherein  
said evaluation means evaluates a coincidence between  
the operation timings defined by said operation pattern data and  
the operation timings of said operation switches operated by the  
5 player based on a predetermined allowable range extending from  
the operation timings defined by said operation pattern data.

13. The game machine according to claim 12, wherein  
said allowable range is differed based on the  
difficulty level.

14. A program for controlling a game executed in a game  
machine, comprising:

a step of reading predetermined operation pattern data  
including operation timing data defining an operation timing of

5 operation switches to be operated by a player, and operation type  
data defining which type of the operation switches is to be  
operated with the operation timing;

a step of having display means of the game machine sequentially displayed, based on said operation pattern data, 10 information about the operation timings and the types of said operation switches to be operated by the player;

a step of successively evaluating, with the progress of the game, correlation between the operation timings and types of said operation switches operated by the player responding to the information displayed on said display means, and the operation timings and types defined by said operation pattern data; and

a step of dynamically changing a difficulty level of a game operation input in accordance with the evaluation made by said evaluation means for a predetermined period.

15. A program of a music game executed by a game machine,  
comprising:

a step of reading predetermined music data;

a step of reproducing said music data;

5           a step of generating a predetermined presentation  
effect responding to a player's operation of operation switches;

a step of reading predetermined operation pattern data including, corresponding to said music data, operation timing data defining an operation timing of operation switches to be

10 operated by the player, and operation type data defining which  
type of the operation switches is to be operated with the operation  
timing;

a step of having display means of the game machine  
sequentially displayed, based on said operation pattern data,  
15 information about the operation timings and the types of said  
operation switches to be operated by the player corresponding to  
reproduction of said music data;

a step of successively evaluating, with the progress  
of the game, correlation between the operation timings and types  
20 of said operation switches operated by the player responding to  
the information displayed on said display means, and the operation  
timings and types defined by said operation pattern data; and

a step of dynamically changing a difficulty level of  
a game operation input in accordance with the evaluation made by  
25 said evaluation means for a predetermined period.

16. The program according to claim 14, wherein  
in response to an instruction made in said changing step,  
said operation type data is skipped or canceled the skip,  
partially or entirely, and said displaying step performs display  
5 control and said evaluating step performs evaluation.

17. The program according to claim 14, wherein  
in response to an instruction made in said changing step,

said evaluating step evaluates said operation type data which is skipped or skipped and cleared partially or entirely.

18. The program according to claim 14, wherein  
in response to an instruction made in said changing step,  
said operation type data in said operation pattern data is changed  
or canceled the change, partially or entirely, and said displaying  
5 step performs display control and said evaluating step performs  
evaluation.

19. The program according to claim 14, wherein  
in response to an instruction made in said changing step,  
said displaying step has said display means displayed said  
operation timings and the types defined by said operation pattern  
5 data in a different tempo.

20. The program according to claim 16, wherein  
in response to an instruction made in said changing step  
corresponding to said evaluation being poor, said displaying step  
skips said operation type data and has said display control means  
5 performed display, and said evaluating step evaluates only in  
terms of the correlation between the operation timings of said  
operation switches operated by the player and the operation  
timings defined by said operation pattern data.



21. The program according to claim 18, wherein  
in response to an instruction made in said changing step  
corresponding to said evaluation being poor, said displaying step  
changes said operation type data defining a specific type of the  
5 operation switches to data of any other type of the operation  
switches easier in operation and has said display control means  
performed display, and said evaluating step evaluates the  
correlation between the operation timings and the types of said  
operation switches operated by the player and the operation  
10 timings defined by said operation pattern data and the types of  
the changed operation switches.

22. The program according to claim 14, wherein  
said operation type data defines that a plurality of  
types of said operation switches are operated simultaneously, and  
in response to an instruction made in said changing step  
5 corresponding to said evaluation being poor, the data relating  
at least to one type of said operation switches out of the plurality  
of types of said operation switches to be operated simultaneously  
is skipped, said displaying step performs display, and said  
evaluating step performs evaluation.

23. The program according to claim 15, wherein  
said generating step always generates the presentation  
effect corresponding to the types of said operation switches

defined by said operation pattern data irrelevant the instruction  
5 made in said changing step.

24. The program according to claim 14,  
further comprising a step of, when the operation  
timings and types of said operation switches operated by the  
player coincide with the operation timings and types defined by  
5 said operation pattern data, increasing a game score and differing  
the increase of the game score according to the difficulty level.

25. The program according to claim 14, wherein  
said evaluating step evaluates a coincidence between  
the operation timings defined by said operation pattern data and  
the operation timings of said operation switches operated by the  
5 player based on a predetermined allowable range extending from  
the operation timings defined by said operation pattern data.

26. The program according to claim 25, wherein  
said allowable range is differed based on the  
difficulty level.

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